LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run. DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

Let this arcade adventure transport you back to a land of breath-taking beauty, where treachery and evil dominate.

* Sorcery+ is a disc-based, enhanced version of the best selling game Sorcery. It allows you fast access to 75 atmospheric locations!
* Carefully detailed graphics and animation combine with great music and sound effects in this action-packed game!

Sorcery+ takes you deep into the Dark Ages. The Evil Forces of the Necromancer are creeping to every last corner of the ancient land that was once the powerful domain of the Great Sorcerers.

In Chapter One you must work to free your fellow Sorcerers, who have been entrapped throughout the land.

When you have been successful in this you will enter Chapter Two and finally confront the Necromancer face to face.

You must use all your resources to defeat his malevolence once and for all!

You must work quickly, travelling every corner of the kingdom, searching out your fellow Sorcerers. Only when they are all released can you combine your forces and overthrow the Necromancer. The many parts of the land you visit hold certain objects which may or may not be of use. Some will help and some will deceive, some possess strange qualities. The scenery is not all it appears in places and careful searching may reveal secret passages.

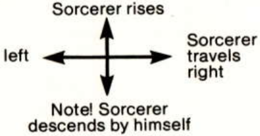
The freed Sorcerers will unite in the Sanctuary where they will wait for the golden day when you make your way there to join them in your exalted place.

CONTINUED OVERLEAF

Once you have completed this you must then seek the Necromancer himself and confront him in person.

GAME PLAYING

To start press the fire button. You are now in control of the Sorcerer as he starts his quest.



As you move from room to room you will encounter various objects, some useful, some essential and some deadly!

OBJECTS

To pick up an object you must position the sorcerer over it and press the fire button. To use a weapon i.e. killing an evil demon or shooting your magic spells press the fire button again.

You may swop objects but you can never drop objects on their own. You will find out by experience that you need certain objects to allow you to set in action chains of events and allow you passage on your journey.

SCREEN DISPLAY

On the screen you will find depicted, the room you are in, a description of what you are carrying. Also shown is your energy level and an open book illustrating the time you have left to complete your task. Your score is also displayed.

ENERGY

You lose energy each time you come into contact with one of the evil forces, so try to avoid them whenever possible. There is a way of renewing your energy but as a Great Sorcerer we're sure it's not beyond your powers to work out how to do it!

TIME
You have a set time in which to complete your journey. This is illustrated by an open book which will appear to crumble away with the passage of time.

In Chapter One you must free all of the trapped sorcerers before the book disappears and in Chapter Two you must defeat the Necromancer before the book disappears.

SCREENS
There are 47 screens in Chapter One and 28 in Chapter Two.

It will not be easy and you will need to use strategy and cunning to unlock some of his doors of darkness.

STARTING THE GAME
You will start the game randomly from any one of five locations.

HI-SCORE TABLE
After the journey has ended you will, if you have travelled far enough, be allowed to put your name in the High-Score table. In Sorcery+ all time greats will be recorded to disc!

PAUSING THE GAME
Game pause can be stopped and restarted by pressing the space bar.

PROGRAMMED BY THE GANG OF FIVE, DEVELOPED FROM AN ORIGINAL IDEA BY MARTIN WHEELER.

What they said about the cassette version!

'Far and away the best game I've yet seen on the micro' PERSONAL COMPUTER NEWS 'The graphics, use of colour, attention to detail are superb... Buy it now!'

COMPUTER TRADE WEEKLY

'The first program... which will make Spectrum and Commodore owners envious. Sorcery is the most impressive game yet written for the CPC464' AMSTRAD USER 'Game play is absorbing and totally addictive' COMPUTER AND VIDEO GAMES.